# ELEMENTAL

# TOWER OF THE VAMPIRE

LEGENDS OF GILDOR

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*Tower of the Vampire*
Version 1.0

This product is designed for the ELEMENTAL game system and requires the ELEMENTAL *Complete Guide.*

Go to DriveThruRPG.com and search for 'Gildor Games' to see the full line of ELEMENTAL products.



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# Background

## INTRODUCTION

*Tower of the Vampire* is a classic **sword and sorcery** scenario designed for four to six 20-XP characters, playable in about four hours. If there are fewer than four players, level up the PCs to 25 XP (three players), 30 XP (two players) or 40 XP (one player). You can use the pre-generated characters at the end of this document or bring your own.

You can play this adventure as a one-shot, use it to launch a campaign, or insert it into an ongoing campaign. It is assumed to take place in the world of **GILDOR** (pg. 6) but can easily be transposed to a pirate city in another fantasy setting.

### Sword and Sorcery

Sword and sorcery (S&S) is a sub-genre of fantasy created by Robert E. Howard (Conan) and later popularized by the likes of Michael Moorcock (Elric), Fritz Leiber (Fafhrd and the Grey Mouser) and Karl Edward Wagner (Kane).

Mainstream fantasy, which mainly takes inspiration from the works of J.R.R. Tolkien, focuses on presenting an intricately detailed and internally consistent setting. By contrast, sword and sorcery fiction is more interested in individual characters, their decisions, and the (often tragic) consequences of their actions. The setting, while it is often vibrant and evocative, is more loosely defined, and exists primarily to drive the human drama — and provide a cool backdrop.

Because of this, adventures set in Gildor deviate a bit from what you may be used to seeing in other fantasy adventures.

First, we give you just enough setting info to run the scenario, and no more. Just one page, actually (pg. 6). As we release more Gildorian adventures, we'll keep pulling the curtain aside, revealing more of the setting as we go.

Secondly, Gildorian adventures are short, episodic, and only loosely connected, if at all. They provide snapshots of the PCs' lives rather than a continuous account. In S&S fiction, you don't have to read a dozen chapters to get to the point, and we're applying the same principle with these adventures.

Thirdly, there is no "story" other than the one the players create at the table with your help. While S&S stories typically follow the exploits of a lone protagonist, we depart from this tradition by following several protagonists (the PCs). This gives us the opportunity to explore the interaction between the PCs, which adds an additional rich layer to the story. In Gildorian adventures, the interpersonal dynamics between the PCs can drive the action as much as the external threats they face.

To support this aspect in play, the adventure uses **Roles and Goals**, a concept explained on pg. 4.

### Adventure Overview

Lured there by a mysterious individual, the PCs assemble on the deck of a ship, where they are ambushed by some pirates. After the melee, three adventurers approach the party and propose to join forces for a "vampire hunt." The prize: a jewel of inestimable value called the Ruby Heart.

They sail to a desolate island, braving the elements and coming face to face with a dangerous predator.

There is an old tower perched at the top of a cliff. Venturing inside, the party finds it inhabited by the brooding Duke and Duchess of Krakenweld. One of them is indeed returned from the dead. However, the adventure may take an unexpected turn as the masters of the tower are revealed to be of noble disposition, while the PCs' supposed allies are greedy and malicious. The players must quickly decide whose side they're on while navigating their potentially conflicting priorities.

The adventure emphasizes roleplaying and moral choices, hopefully forcing the players to think about their characters' principles and motivations. Will they pursue the mission, their own agendas, or defend the ones they've come to rob? There are no solutions, only actions and consequences. Let the players and the dice decide the outcome!

# ROLES AND GOALS

Gildorian player characters (PCs) are not only defined by *what they do* as in most fantasy games. They are also defined by *what they want*.

To represent this, every PC falls into one of six **Roles:** Banisher, Conqueror, Explorer, Plunderer, Power-Seeker, or Protector.

The PC's **Role** determines their **Goals**, both in general and specifically for the adventure.

## Roles and General Goals

Roles are a bit like alignments in traditional fantasy games, in the sense that they guide how the PC generally behaves. Alignment tells us whether the PC is good or evil. But in sword and sorcery stories, good and evil are relative — it's a sliding scale — and the "good" guys certainly aren't always Good.

A PC's **Role** determines their general **Goal** or primary motivation, without judging whether it is good, evil, lawful or chaotic.

### BANISHER

This character is on a mission to eliminate a threat, avenge a wrong, bring "justice" or defeat "evil," as they define these terms. Many Banishers are adepts of a god or religion, and able to summon divine aid. Banishers typically seek out opportunities to drive away an entity or undertake a divine quest.

### CONQUEROR

This character's purpose is to capture territory and important landmarks, for themselves or in the name of a liege. Conquerors typically seek out opportunities to seize control of a place, subjugate an enemy, bring civilization to an untamed wilderness, or earn glory.

### EXPLORER

This character wants to discover the unexplored corners of the world, and even beyond. The farther and more inaccessible the destination, the more the Explorer is drawn to it. Not one to hide in the shadows, the Explorer wants the tales of their exploits to become known far and wide. Explorers typically seek out opportunities to map or explore a remote place or enhance their reputations.

### PLUNDERER

This character revels in acquiring rare or precious things. Some delve into catacombs and ruins to collect their treasures, while others are equally content swindling a merchant of their coin. Both are called thieves. Plunderers typically seek out opportunities to recover or steal items.

### POWER-SEEKER

This character craves power in all its forms. They may yearn to exert power by mastering spells, possessing an artifact, or attaining a position of influence. Whatever the means, the reason is always the same: to control others. Power-Seekers typically seize opportunities to learn a secret or acquire a powerful item.

### PROTECTOR

This character stops at nothing to defend what they care about whether it be a people, place or thing. Capture a Protector's loved one, and you'll find yourself hunted by an implacable foe who will stop at nothing to get them back. Protectors typically seek out opportunities to help the oppressed, heal the dying or rescue prisoners.







# Adventure Goals

In addition to informing a PC's general motivation, the PC's **Role** determines their specific **Goal** in the adventure. We reinforce the concept mechanically by awarding one additional XP to the character at the end of the adventure if they succeeded in achieving their **Adventure Goal.**

| ROLE | ADVENTURE GOAL |
|---|---|
| **Banisher** | You've heard rumors that the Duke of Krakenweld has cheated death and now exists as an unholy thing that feasts of the living. If true, this blasphemy cannot be allowed be. But is it? You must expose the truth. |
| **Conqueror** | The Krakenwelds have lived in the old tower for generations, warning the Empire of approaching sea-raiders. Has the rot that infects the Empire also fallen on Krakenweld? The Krakenwelds once served with honor, and you would see this once noble house restored. |
| **Explorer** | While sailing recently, you spotted this tower on a cliff, a brooding mist-wreathed guardian that seems to grow from the very stone. You'll unearth its secrets! |
| **Plunderer** | Some say the legendary Ruby Heart lies inside that tower. Were it to fall into your hands, this priceless jewel would be the pièce de résistance of your collection. |
| **Power-Seeker** | They say the Duke of Krakenweld has been to the Isle of the Liche and returned with forbidden knowledge not found in books. They say he now transcends even death itself! Immortality is the ultimate secret, and you have so many questions. |
| **Protector** | On a tavern wall hangs a portrait of the Duchess of Krakenweld, and you are entranced by her beauty. Noticing your interest, a drunk ex-servant of the Krakenwelds told you that the wicked duke keeps her imprisoned in his tower. She has appeared to you in dreams, and now you are determined to rescue her from the duke's evil clutches. |

# The Pre-Generated Characters

You'll find six ready-made characters at the end of the document (pg. 18+), one for each of the six **Roles.** You can show the players pg. 18 and let them choose. Once they've had a chance to review their characters, give each their **Adventure Goal.**

You may notice that all the PCs are human. Sword and sorcery fiction doesn't typically feature the plethora of character species found in mainstream fantasy. For the pregens, we've decided to maintain the human-centric S&S tradition for a few reasons. First, because we are interested in exploring human drives and emotions. The PCs may be larger-than-life figures, but their behaviors and reactions should be relatable.

Gildor actually does have fantasy species like elves and dwarves. By keeping them as NPCs, you can portray them as truly mysterious and alien, in keeping with their mythological counterparts. In S&S fiction, non-human species are usually difficult to deal with; they're not just humans with pointy ears, or hairy feet.

If you are bringing in your own characters, you may of course disregard this rule and allow non-human PCs. Whatever you do, we strongly recommend you make each player pick a **Role** and assign the corresponding **Goals**. By the way, it's fine if two or more PCs have the same Role. Just make sure several Roles are represented in the party, to keep things interesting.



# SETTING OVERVIEW

## Gildor

Long ago, the Lokainen Empire spanned all the civilized lands of Gildor. The Empire was strong and prosperous for many centuries. But harmony came at a price: The emperors locked away rebels and dissenters in great dungeons deep beneath the earth, and threw away the keys.

In time the blood of the emperors grew thin, and the Empire fractured into several nations. Increasingly absorbed with politics and petty squabbles above ground, Gildorians eventually forgot about those they had sent below.

But those below did not forget. They grew accustomed to the darkness. They formed colonies, established rulers. They warred against each other. They consorted with native dwellers of the deep, and soon changed into creatures no longer human. And they waited.

Until now! Some of the keys have been found, and the dungeon doors are being sundered. The fate of Gildor hangs in the balance. Will heroes rise against the vengeful hordes, or will Gildor be overrun by tides of wickedness and corruption?

See map of south-western Gildor on the next page. Show it to the players and point to where the adventure begins: **Daggerport**.

## The Sabre Lords

This pirate realm has no single ruler. Travelers are often fooled by the lofty titles the local rulers give themselves. In reality, the greatest of the Sabre Lords rule over little more than their own towns and immediate surroundings (on land at least — the waters are lawless).

There are constant disputes and rivalries between the various lords, and within their own courts. Simmering conflicts threaten to escalate into all-out war, but usually just involve messy skirmishes, raids and uprisings — all of which fuel countless stories and tavern rumors. Black-sailed vessels roam Buchan Bay and the adjoining coastline, ever in search of pillaged or lost treasure, and pirating is a popular way to earn a living. Trade in fish, lumber and rum can also be attempted, but it is considered more dangerous than piracy. Sea battles are common, and many ships litter the bottom of Buchan Bay. Sometimes, a brightly colored caravel from eastern Shtanri hugs the coast too closely, filled with riches and bound for Seahaven. The Shtanrian captains dread nothing more than the sight of Sabre Lord sails closing in for the kill.

Pirates and buccaneers, while generally fearless, are a superstitious lot. Almost every ship has a patron god or elemental of the sea to which the crew appeals before facing a storm or battle.

## Daggerport

Daggerport is a sprawling jumble of ramshackle wooden houses and dark alleys. Home to scoundrels and thieves, the place is every bit as dangerous as its name. Strangers are advised to conclude their business quickly and move on. Those who wander the streets at night are likely to end with a knife in the back. Some are never seen again, kidnapped by pirates or monstrous captors more abhorrent.

PCs who spend enough time wandering the streets, or foolishly flaunt conspicuous displays of wealth, will likely meet some locals...

| d6 | DAGGERPORT RANDOM ENCOUNTERS (see Appendix or *Complete Guide* for stats) |
|---|---|
| 1 | A beggar asking for coin.<br>May say something useful if given. |
| 2 | A ship's captain looking to hire crew<br>or be hired by travelers seeking passage. |
| 3 | A **swarm** of rats, including 1d6-1 **giant rats** |
| 4 | A **wererat** tries to pickpocket a PC.<br>AWA+Senses vs. DIF 3 to detect. |
| 5 | 2d6 **pirates** (pg. 13) ambush the party.<br>At night, they may be **deep ones** instead. |
| 6 | A merchant wants something the PCs have and offers a fair price for it. If he is refused, 2d6 **pirates** later try recover it by force. |





Seahaven
LOKAINEN EMI
Mataryn
Cross
Mire of Flies
Lowmarch
Axebooty
Kyrasti River
Kel
SABRE LORDS
Grong
Emerald River
Koll
Fort Pearl
Daggerport
Tower
X
BUCHAN BAY
GREAT WESTERN JUNGLE
Rake
rock's Point
1 Hex = 20 miles

# Encounters

This section contains the individual "encounters" (i.e., scenes) of the adventure, presented in the order they are likely to be played. Sections in *italics* are meant to be read aloud or paraphrased for the players. When an NPC or item appears in **bold** type, it means you can find their statistics and/or other details elsewhere in the text (often the Appendix).

## Adventurers Assemble

*The fog hangs heavy at the dockyard this evening. Intermittent lightning pierces the heavy clouds, casting the crooked shadows of masts and riggings on the docks. You smell cold salty air and hear the creaking of old timbers.*

*You were instructed to meet a man on the brigantine* Mother o' Pearl. *You know little about the vessel or the man, but what you heard about his quest was enough to bring you here.*

*You find the* Mother o' Pearl *and use the gangplank to climb aboard. There are several other figures standing on the deck.*

The other figures are the other PCs, who may or may not know each other. If they don't, have each player introduce their character at this point.

## Ambush!

After the introductions, the PCs are suddenly beset by **hard-bitten pirates** (see pg. 13, one per PC). They leap out of the shadows and swing down from ropes. Each player character should make a surprise roll (2d Initiative) to see if they can act on the first round. You can either use the **map** on pg. 16 and miniatures to keep track of everyone's position, or run the fight in "theater of the mind" mode.

### NON-LETHAL COMBAT

The pirates have cutlasses, but they keep them sheathed at first. They were instructed to "rough up" the PCs, not kill them. Per the rules for non-lethal combat, when a character deals an attack that would knock their opponent's Health below 0, they can instead reduce the target's Health to exactly 0, knocking them out.

### PIRATE TACTICS

To make things interesting, select or roll on the following table to see what a pirate does on their turn.

| d6 | PIRATE TACTIC |
|---|---|
| 1 | ***Fisticuffs:*** The pirate swings his fist. If the attack hits, roll damage using TOU-3 +Unarmed Strike. |
| 2 | ***Grapple:*** Two pirates gang up on a PC. One of them goes for a grappling attack. On a hit, the PC is Severely Impaired as the other pirate employs Fisticuffs as above. The Grappling rules can be found in the *Complete Guide* pg. 30. |
| 3 | ***Climb:*** The pirate scampers up a mast or into the rigging. Starting the next round, they can add their Athletics skill to attack, defense and damage rolls due to the advantageous position. However, if they take damage while up in the rigging, they must roll TOU vs. the damage roll or fall to the deck below, suffering a DAM 1 roll. |
| 4 | ***Improvised Weapon:*** The pirate pushes a heavy barrel or swings a cross-mast towards a PC. Make normal attack and defense rolls. If the attack hits, roll TOU-1 for damage. The target must also roll TOU vs. the damage roll or fall prone: They are Impaired (-2 to rolls, 50% Move) until they use a turn to get back up. |
| 5 | ***Blade Comes Out:*** With a snarl, the pirate pulls out his cutlass and slashes at a PC, seeking to land a killing blow! |
| 6 | ***Run:*** This one's had enough. He turns tail and scampers towards the gangplank. |

### PLAYER TACTICS

The players are free to employ the same tactics as the pirates or come up with others. Adjudicate on a case-by-case basis. If the players escalate the situation, the pirates respond in kind. For instance, if the PCs draw weapons, the pirates draw theirs. If the PCs mortally injure a pirate, the pirates go for killing blows instead of knockouts.

# The Pirate's Proposal

At the end of the fight, three more figures emerge from the ship's hold, but not to fight. The short one in the middle is in charge. He's the one the PCs came to meet. He will introduce himself as **Captain Seabeard** (pg. 13). The other two figures are **Yaris** and **Burkh**. Seabeard apologizes for the altercation while flipping a coin towards one of the assailants (who is now slinking away with his comrades).

*"I must apologize for the manner of your reception,"* Seabeard says, not taking pains to hide the fact that he organized the welcoming party to test the PCs.

Seabeard invites the PCs down into the ship's hold, where the three have set up temporary quarters (the identity of the ship's owner is irrelevant to this adventure; it will be revealed in "Children of the Black Monolith"). He'll offer them a bite to eat and some mead. **Yaris** will strum a mandolin and cast a Song of Healing if anyone is injured.

Finally, **Seabeard** asks the PCs to join him on a *"vampire hunt"*. While he admits the undertaking is not without peril (which is why he recruited them), he reminds them of the fame and glory that will be theirs if they succeed. His trump card, however, is the revelation that somewhere in the vampire's tower lies the legendary Ruby Heart: a huge gem estimated to be worth 10,000 gold! Any treasure acquired on this quest, including the Heart, is to be sold and split evenly among the party.

Of course, the PCs have their own reasons to undertake this quest…reasons which the players are free to reveal or not.

Encourage the players to speak in character and interact among themselves and with the NPCs. If Seabeard is questioned further, he may reveal some or all of the following:

- The vampire's tower is located on a windswept and desolate section of coastline about two days' sail to the south.
- There is only one vampire, as far as he knows.
- He learned of the story through one of the pirates, who was formerly a servant of the Duke of Krakenweld until the latter became a vampire.
- He doesn't know where in the tower the Ruby Heart is located.

Anyone hoping to make the trip in the *Mother o' Pearl* will be disappointed: Seabeard's ship is a much more modest **skiff**. With a successful AWA+ Sailing* vs. DIF 1 roll, a PC can confirm that the skiff is seaworthy enough to make the trip down the coastline…under normal weather conditions.

# Equipping the Party

**Burkh** is mostly silent but will proudly point to a pile of sharpened wooden stakes he fashioned (TOU-1, but no special effect against the "vampire" encountered at the end of the scenario).

If the PCs wish to purchase equipment not listed on their character sheets before leaving, there are various tradespeople of questionable integrity in **Daggerport**. To find a particular item, have the PC roll WIL+Bargaining or Street Smarts to acquire it at a price they can afford, setting the DIF level according to how rare or expensive the item is.

Also, feel free to roll on the **Daggerport random encounters** table (pg. 6) while they go shopping.

# Traveling to the Tower

The PCs and NPCs sail out on Seabeard's **skiff**. The weather ─ cloudy but with a strong, steady breeze ─ is fine for sailing, at least initially.

| Skiff |
| --- |
| Crew: 1/11, AGI 4, Move 4/12, ARM 2, Health 8. Requires at least one crew member with Sailing**.** |

### THE STORM

The weather begins to turn in the afternoon of the first day. At first, the sea becomes choppy, and whitecaps begin to form on the waves. The wind's mournful howl grows louder, the clouds darken like purple bruises in the sky.

The NPCs wrestle to keep control of the vessel. There is a small inlet with calmer waters up ahead: the only safe place to go. One PC can help the NPCs negotiate the crashing waves and land the **skiff**, if they have the Sailing skill. If so, have the PC roll AGI+Sailing* vs. DIF 3 (using the skiff's AGI of 4). On a success, the skiff is steered safely into the inlet. On a failure, or if the NPCs receive no help from the PCs, the skiff misses the inlet and crashes against the rocks. This leaves the skiff and its passengers safely on the rocks near the inlet but with each having suffered a DAM 0 roll.



# Cavern of the Crab Mother

The inlet leads to a yawning cavern which promises shelter from the elements. Deep water fills the bottom of the cave, so it can only be entered by boat. As they sail into the cave, darkness envelops the party unless they produce some light.

There is a strong smell of brine and rot in here. The litter of countless shipwrecks bobs in the water. Only a little at first, and then a lot, nearly impeding the skiff's passage. Bones, too. Centuries of broken ships and sailors are piled into this cavern, as if the currents had washed them all here.

**Looting the Caves**

Most valuables have either rotted away or sunk to the bottom but determined treasure-seekers might be rewarded. If they make an AWA+Appraisal vs. DIF 2 roll, they find coins, gems and jewelry worth 100 gold multiplied by the margin of success. E.g., If the attribute roll total is 7 and the difficulty roll is 4, the character finds treasure worth 300 gold.

### FIRST CONTACT

Chittering and clicking sounds can be heard from all directions: The cave is filled with crustacean life. Suddenly, a **crabspring** (pg. 14) leaps out from the darkness, landing in the skiff and making an immediate impaling attack on a PC. At the same time, several **crabspawn** are trying to climb over the side and into the boat.

Have the PCs roll for surprise on 2d Initiative**.** Any who fail cannot act on the first round.

The NPCs desperately hack at the crabspawn, leaving the PCs to deal with the **crabspring**. No need to make rolls for the NPCs, just assume they are keeping the crabspawn away from the boat.

The crabspring fights the PCs until reduced to 5 Health, then tries to leap away. The crabspawn also retreat at this point. The party might think it's safe, but this was only a harbinger of what's to come...

**Off the Boat**

In both these encounters, characters **off the boat**, either by choice or circumstance, are walking across the floating debris packed inside the cave. Due to the precarious footing, they suffer -1 to AGI rolls (including attack and defense rolls in combat).

### MOTHER

A few minutes later, the **Crab Mother** suddenly surfaces near the skiff. PCs must make 2d Move checks or lose their balance and fall to the bottom of the boat, becoming Impaired (-2 to rolls, 50% Move) until they take one round to get back up.

Once again, the NPCs must fend off a wave of crabspawn, leaving the PCs to deal with Mother.

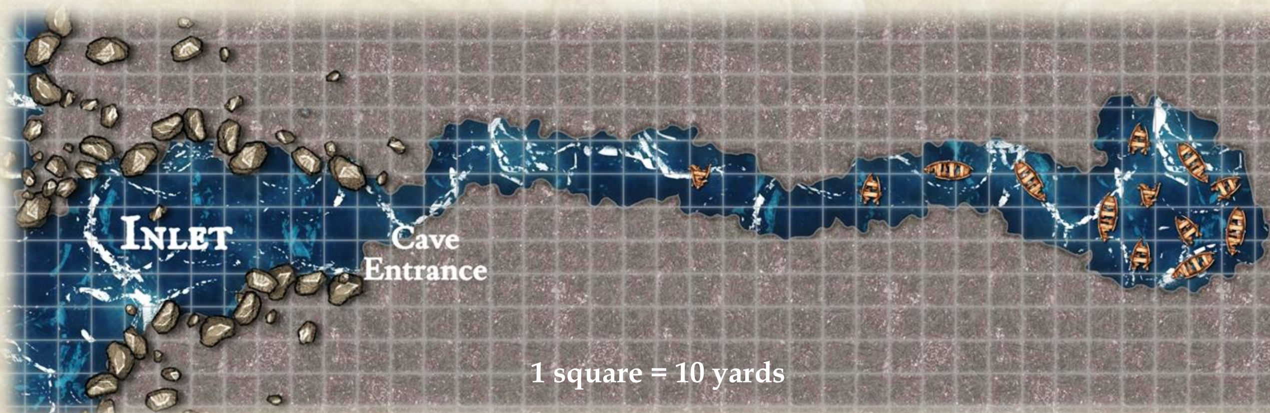
***Mother's Tactics:*** Mother can try to seize PCs with her claws, bite a previously seized PC, or tear the skiff apart, sending everyone **off the boat**. Refer to the **Crab Mother**'s stat block (pg. 14).

***Getting Away:*** Getting away by rowing is not an option because Crab Mother can easily follow the skiff. Characters can try to jump out of the boat and hide behind some debris. This requires a 2d Move check. Failure means the character did not get far enough away this round and is still within range of Crab Mother's claws. They can try again next round, but now they're **off the boat.**

***The Spear:*** Jutting from the nearby skeleton of a dead whale is the legendary magical spear **Kingfisher**. A PC can reach it by taking two rounds **off the boat**, or just one round if they make a 2d Move check. From there, they can either throw the spear at the monster, or use one round to get within melee range (back to the boat if they make a 2d Move check, otherwise still **off the boat**).

**Kingfisher**

Base Range 10, damage TOU+3 vs. sea creatures, otherwise TOU.



# Approaching the Tower

The weather clears in the morning of the second day and the party reaches the tower by the evening. The skiff will be spotted from the tower unless they land on a small beach a couple of miles before the tower and approach it from the landward side.

If the skiff was destroyed in the **Cavern of the Crab Mother,** the party must travel along the rocky coast by foot, taking one extra day.

*The crumbling tower stands precariously perched on top of a cliff, a foreboding sight wreathed in mist. The clouds rumble, cold rain chills you to the bone.*

The sheer cliff and crashing waves at its base make the seaward side virtually inaccessible. From the landward side a winding path leads to the entrance.

# Entering the Tower

The pouring rain causes rivulets to run down every nook and cranny in the old stone. The double door entrance to the tower is heavy oak reinforced with iron. Etched in the wood is the tentacled crest of the Krakenwelds (depicted on the next page).

***The Carvings:*** Carved in the stone around the entrance are scenes depicting various episodes in the family's history, including the present duke's demise out at sea. A PC who closely examines the carvings and makes an AWA+History vs. DIF 2 roll can identify the latter as the most recent carving.

***The Lock:*** The heavy lock can be picked with an AGI+Lockpicking* vs. DIF 4 roll, or bashed open with a blunt weapon (the lock has ARM 7, Health 1). Brute force will attract the attention of those within.

***Knock:*** If they knock at the door, the **Duke** answers through a spyhole. He'll let them in if they have a good story and roll WIL+Persuasion vs. DIF 3.

***Entering Through a Window:*** The second floor is ringed with gothic windows wide enough to enter through, but they are 6 yards above ground level. The old stone of the tower provides handholds, but is likely to crumble under a climber's weight.

Scaling the tower to reach a window requires an AGI+Athletics vs. DIF 0 roll if a rope and grapple are used, or DIF 3 without equipment. Failure results in the climber falling 1d6 yards (see Falling rules in the ELEMENTAL *Complete Guide* pg. 21). On a Draw, the character cannot reach the windows but does not fall. The windows are made of thick stained glass. The glass can be broken, but this will attract the attention of the tower's residents if the PC fails a 2d Spirit check (don't tell the player though).

# Inside the Tower

Inside the tower are several opulently furnished rooms (see **map**, pg. 17). Describe the oppressive atmosphere and improvise room details as needed, as you might imagine a vampire's keep: gothic art and architecture, dim lighting from chandeliers, gargoyles, faded paintings, etc.

In the **living room**, the party is greeted by the **Duke** and **Duchess of Krakenweld** (pg. 15). They have their weapons in hand if they were alerted to the party's presence. Otherwise, their weapons still hang in the **armory**. All the NPCs will pause, hands on weapons. Let the PCs make the first move!

Below are some ideas to help you play the NPCs. Use them to create tension and force the players to make difficult choices in the moment (if they start questioning whose side they're on or turning on their former allies, things are going well!). If combat breaks out, proceed in order of Initiative, playing each NPC on their individual Initiative.

### THE KRAKENWELDS: RELUCTANT HOSTS

They are not evil and only wish to be left alone. Things they might try:

- Use the duke's reputation as a vampire to exaggerate his abilities and scare off the visitors.
- Invite the visitors to spend the night (though oddly, there are no servants).
- Amplify and exploit divisions in the party.
- If a PC gains his trust, the duke may tell them of his experiences (impart **forbidden knowledge**) and show them the **Ruby Heart** (pg. 15).
- Fight, but only as a last resort. If the duke is forced into combat, the pulsing gem burns a hole through his shirt, revealing the smoldering red ruby beneath, and the same fire in his eyes.

### SEABEARD'S CREW: OUT FOR BLOOD

**Seabeard** and his companions (pg. 13) are hell-bent on stealing the gem. Things they might try:

- Look for the Ruby Heart in the tower.
- Threaten the duke and duchess into revealing the location of the Ruby Heart.
- Accept an invitation to spend the night and then murder the duke and duchess in their sleep (however, the duke doesn't sleep…).
- Attack the duke if they learn the Heart is in his chest. They are willing to carve it out with a knife.
- Flee or backstab the PCs or each other, if they think they can keep the Heart for themselves.

### PLAYER CHARACTERS: CONFLICTING GOALS

To complicate matters further, the PCs each have different **Goals** (pg. 5), and they may well come into conflict. Some PCs may wish to join Seabeard's crew against the Krakenwelds, while others may wish to defend the Krakenwelds. This web of misaligned motives between supposed "allies" is the real challenge here.



### Looting the Tower

The **Ruby Heart** (pg. 15) isn't the only valuable in the tower.

***The Duke's Ancestral Sword:*** Ornate and worth 300 gold, but otherwise an ordinary longsword (TOU).

***Tower Furnishings:*** Miscellaneous silverware, crystalware and artwork is readily found, the player needs only decide how much weight they want to carry. Furnishings are worth 6 gold per lb. carried with the Appraisal skill, otherwise 2 gold per lb.

***The Duke's Wine:*** If a PC searches the tower and successfully rolls AWA+Observation vs. DIF 4, they find a flagon of sweet magical wine that raises the imbiber's WIL by 2 for one hour, if fully consumed. If the PCs helped protect the Krakenwelds from Seabeard and his minions, they will be given the wine as a parting gift.

***The Duke's Armory:*** Contains various non-magical weapons and armor. If PCs are looking for a particular type of weapon, have them make a 2d Spirit roll to see if it is there (3d if rare or expensive).

***The Duchess's Diary:*** If the PCs befriend the duke and duchess, they may be told **What Happened to the Krakenwelds** (pg. 15). Otherwise, the story can be gleaned from a diary found in the library.

### Influencing NPCs: Role-Playing or Roll-Playing?

You can occasionally call for WIL+Persuasion vs. WIL rolls when PCs interact with NPCs. The result can influence an NPCs reaction, but it should not cause them to act against their core motives, nor should it prevent an NPC from acquiescing to clever arguments or good roleplaying by a player. The ELEMENTAL *Complete Guide* pg. 23 has some useful guidelines on handling social interactions.

## Ending and Continuing the Adventure

The scenario ends when a resolution is reached (at least temporarily) between the different factions: Seabeard's crew, the Krakenwelds, and the PCs.

If the duke or duchess is killed and the other survives, the bereaved will be consumed with grief and swear to avenge their partner, becoming an implacable enemy of the PCs, if they were involved.

Seabeard's crew could likewise become long-term enemies of the PCs, if their plan was thwarted.

If the **Ruby Heart** is stolen, things are unlikely to go according to plan, and a host of complications may ensure: The possessor may wish to keep it for themselves; others may covet the gem; or someone may succumb to the lure of its dark energies and hold it to their own chest…

### XP Awards

If you plan to continue, award XP as follows:

- During the adventure, award individual XP for "Inspiration" and "Failure" as described in the ELEMENTAL *Complete Guide* pg. 9.
- At the end, award surviving characters 1 XP.
- PCs who accomplished their **Adventure Goal** (at the GM's discretion) get an additional 1 XP.



# APPENDIX

### HARD-BITTEN PIRATE

| | |
|---|---|
| AGI 1 | Move 10 |
| TOU 1 | Health 10 |
| AWA 1 | Initiative 10 |
| WIL 1 | Spirit 10 |

**Skills:** Intimidation 1, Athletics 1, Grappling 1, Unarmed Strike 1, Weapon Mastery 1, Sailing 1

**Cutlass:** TOU-1

These battle-scarred veterans are among the most ruthless bandits of the high seas.



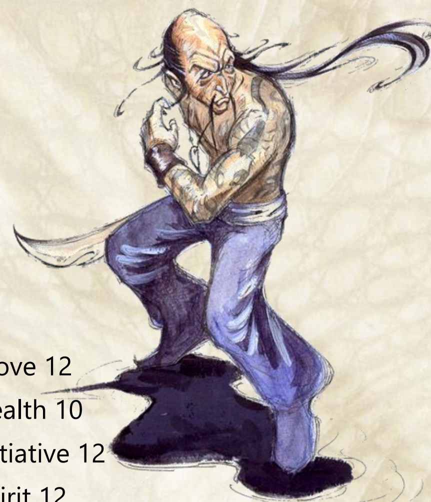
### SEABEARD, CAPTAIN

| | |
|---|---|
| AGI 2 | Move 12 |
| TOU 2 | Health 12 |
| AWA 2 | Initiative 12 |
| WIL 2 | Spirit 12 |

**Skills:** Athletics 1, Marksmanship 1, Sailing 1, Weapon Mastery (dagger) 1, Appraisal 1, Bargaining 1, Trickery 1, Street Smarts 1

**Daggers:** 12 daggers and knives (TOU-1) concealed under clothing

A short and burly young sea dog, Seabeard carries himself with an impetuous swagger and acts like a little lord around his "crew." Clever in battle, his favored technique is to throw daggers and run around his opponents, weakening them before closing in for the kill. His extravagant dress consists of a long red surcoat with big golden buttons and matching red headscarf.



### YARIS

| | |
|---|---|
| AGI 2 | Move 12 |
| TOU 1 | Health 10 |
| AWA 2 | Initiative 12 |
| WIL 2 | Spirit 12 |

**Skills:** Weapon Mastery (cutlass) 1, Sailing 1, Athletics 1, Arcane Lore 1, Art (mandolin) 1

**Spells:** Song of Healing 1, Water Mirror 1, Minor Elemental Servant 1, Oilskin 1, Vanishing 1

**Cutlass:** TOU-1

A bare-chested pirate with a shark-tooth necklace around his neck, Yaris's body is covered with tattoos, and hairless except for a long drooping mustache and a braid down the back of his head. He doesn't speak much and has a watchful glint in his eye. Yaris follows Seabeard's lead for now but plans one day to betray him.

### BURKH

| | |
|---|---|
| AGI 2 | Move 12 |
| TOU 4 | Health 19 |
| AWA 0 | Initiative 9 |
| WIL 0 | Spirit 9 |

**Skills:** Grappling 1, Weapon Mastery (poleaxe) 1, Sailing 1, Intimidation 1, Aquatic 1, Second Wind 1, Survival (ocean) 1

**Poleaxe:** TOU+1 (requires TOU 2 to wield). This exotic polearm is held by the middle of the pole and has axe heads on each end.

Burkh stands over seven feet tall. His hunched, gaunt frame is covered in sinewy muscle, and he shuffles along with a permanent stoop. His smallish head sports drooping features and dull eyes. He is generally obedient and follows Seabeard's orders, but one senses he could snap at any moment.



### CRABSPAWN

| | |
|---|---|
| AGI 1 | Move 10 |
| TOU 2 | Health 12 |
| AWA 0 | Initiative 9 |
| WIL 0 | Spirit 9 |

***Skills:*** Grappling 1, Stealth 1, Aquatic 3, Nightvision 1

***Shell:*** ARM 2

***Powerful Claws:*** The crabspawn typically makes a claw attack (Grappling), Severely Impairing its victim, followed by a bite attack (TOU) on the next round, with the grappled victim defending at -3. See Grappling skill description.

These giant crabs hide in the shadows of rocky crevasses, or just under the water, waiting for prey. They hunt in groups.

### CRABSPRING

| | |
|---|---|
| AGI 2 | Move 15 |
| TOU 3 | Health 15 |
| AWA 1 | Initiative 10 |
| WIL 1 | Spirit 10 |

***Skills:*** Grappling 2, Stealth 2 (in rocky terrain), Aquatic 3, Charge 3 (leap), Nightvision 1, Senses 2

***Shell:*** ARM 3

***Powerful Claws:*** The crabspring first leaps into combat and tries to impale someone with a claw (TOU+Charge). On following rounds, it makes claw attacks (Grappling), followed by bite attacks (TOU), with grappled victims defending at -3. See Charge and Grappling skill descriptions.

This crab-like creature stands nearly as tall as a man, and leaps on its two powerful legs.



### CRAB MOTHER

| | |
|---|---|
| AGI 1 | Move 10 |
| TOU 5 | Health 24 |
| AWA 0 | Initiative 9 |
| WIL 0 | Spirit 9 |

***Skills:*** Grappling 2, Multistrike 1, Stealth 2 (when lying motionless in its habitat), Aquatic 3, Nightvision 1, Senses 1

***Shell:*** ARM 4

***Powerful Claws:*** The Crab Mother typically makes two attacks per round using Multistrike, either with her claws (Grappling) or bite (TOU). She typically starts with her claws, Severely Impairing her victims, followed by bite attacks (with grappled victims defending at -3). See Grappling and Multistrike skill descriptions.

***Destroy Boat:*** If she has both claws free, the Crab Mother can tear apart a vessel. This is an AGI+ Grappling attack against the vessel's AGI, with -2 to the defense roll if the vessel is not moving. On a success, Mother delivers a TOU 5 damage roll to the vessel itself.

A warped mutation of prehistoric life, this 20-foot mother of all crabs collects detritus from sunken ships and uses it as bait to lure the unwary.





### DUCHESS OF KRAKENWELD

| | |
|---|---|
| AGI 2 | Move 12 |
| TOU 2 | Health 12 |
| AWA 3 | Initiative 15 |
| WIL 3 | Spirit 15 |

**Skills:** Weapon Mastery 1 (bow), Art 2 (harp, sculpting), Medicine 1, Languages 1

**Weapons:** Shortbow (DAM 1), Longsword (TOU)

Beautiful, sad, resigned and determined, the duchess loves the duke to death, and beyond.



### DUKE OF KRAKENWELD

| | |
|---|---|
| AGI 3 | Move 15 |
| TOU 3 | Health 15 |
| AWA 3 | Initiative 15 |
| WIL 3 | Spirit 15 |

**Skill:** Second Wind 1, Unlife 1 (ARM 1), Arcane Lore 2, Nightvision 1, Art 1 (painting, singing)

**Flaw:** Sunlight Sensitivity 1

**Spells:** Regeneration 1, Essence Transfer 1, Righteous Anger 1, Death Ward 1.

**Ancestral Sword:** TOU.

**Forbidden Knowledge:** If the duke spends a few hours talking about what he has seen and learned, all listeners gain the Arcane Lore skill at level 1 or increase it by 1.

For generations, the Krakenwelds were duty-bound to warn the Empire of imminent attacks by sea.

Though it has been many years since imperial emissaries of were last hosted at Krakenweld Keep, a sense of honor and duty to the Empire still lingers in the duke's undead heart.

**What Happened to the Krakenwelds**

A few months ago, the duke was killed at sea by pirates. Crippled by grief, the duchess took his body and traveled far to the east until she came to the Isle of the Liche. There, a long-dead sorcerer performed a horrible ritual, raising the duke from death and implanting in his chest the **Ruby Heart**. Upon returning to Krakenweld Keep, all the duke's servants and men-at-arms fled the tower in fear, knowing him to be returned from the dead.

### THE RUBY HEART (ARTIFACT)

A fist-sized ruby that sometimes pulses with a blood-red glow. When held, it exerts a slight pull towards the nearest beating heart, like a magnet. If touched to a thorax, the ruby implants itself there and stops the heart within, granting the recipient undead life. Henceforth the recipient will never die of old age, and their stats are changed as follows:

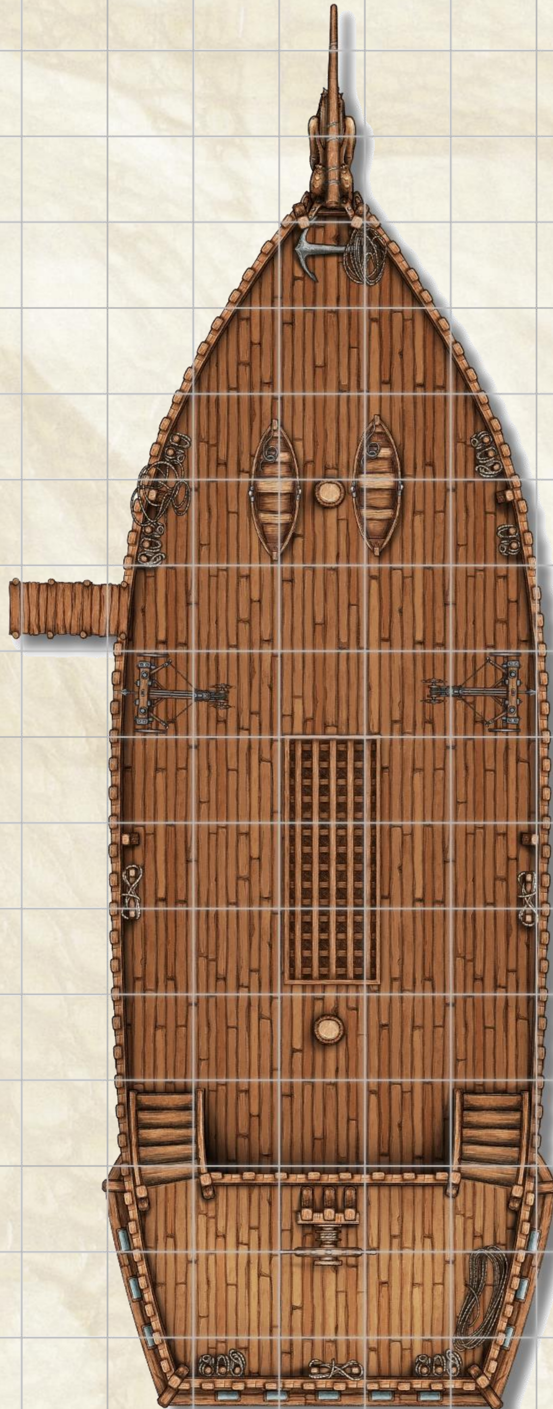
- Any attribute that was less than 3 is raised to 3. Other attributes remain the same.
- All skills are retained, and the recipient gains the following skills and flaws at level 1 or increases them by 1: Second Wind, Unlife, Nightvision, Sunlight Sensitivity.
- All spells are retained, and the recipient gains the following spells at level 1 or increases them by 1: Regeneration, Essence Transfer, Righteous Anger, Death Ward.
- The recipient does not heal naturally. Instead, they must feed on a living creature with red blood. If the recipient feeds on an animal or monster, half the Health drained is transferred to the recipient (rounded down). If the recipient feeds on a human or other intelligent species, all the Health drained is transferred to the recipient, and they gain a point of Corruption (see ELEMENTAL *Complete Guide* pg. 126). Feeding takes one minute per Health drained.

The Ruby Heart can also be used to aid in the casting of the spell Death's Keeper (see *Complete Guide* pg. 65). It grants +3 to the casting roll if used for this purpose. However, since it must be implanted in the spell's target as part of the casting, they return in undead form and changed as above.

If the Heart is forcibly removed, the recipient truly dies. It can now be implanted into someone else...

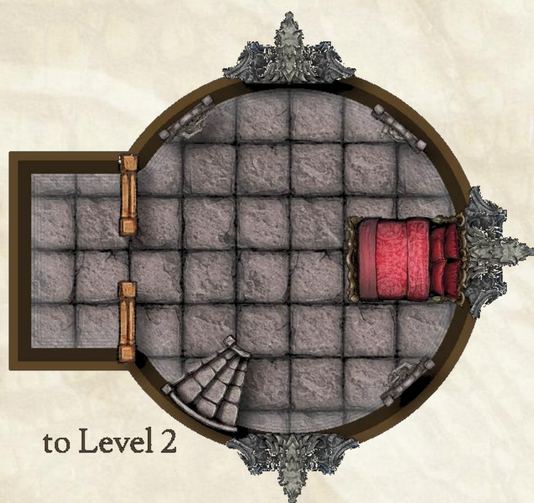
# The Mother o' Pearl

1 square = 2 yards



# Krakenweld Keep

1 square = 2 yards



to Level 2

## Level 3

Master's Quarters
Balcony (ocean view)

## Level 2

Panoramic Hallway
Guest Bedrooms
Library



to Level 3

to Level 1

## Level 1

Living Room

Armory

Kitchen

Trophy Room

to Level 2

Guard Room

Dining Room

Gothic Entrance and Hallway

# Characters



## Zoltar - Banisher of Darkness

You roam the land, dispensing justice on earth as Shamash does in the heavens. You are a divine savior to some, an avenging angel to others, able to summon aid or send blasphemous things howling from this plane.



## Greymourn - Oath-Bound Conqueror

You've awakened from a sorcerous slumber in a world where the Empire lies in tatters. Now you strive to reclaim the Empire's rightful lands and won't rest until a worthy leader sits on the throne. Maybe you?



## Quinn - Fearless Explorer

You grew up a baroness, but now yearn to discover the mysterious lands beyond the borders of civilization. May your wits and a ready blade provide you with the excitement your birthright could not.



## Kildane - Plunderer of Ruins

You dream of plumbing the depth of lightless places and unearthing ancient relics. Once a historian, you've also become a delver and a thief because these treasures are not easily found or stolen from their tombs.



## Xenobia - Eldritch Power-Seeker

Once a slave to a wealthy merchant, a forbidden tome set you free. Now, you seek to learn more of the sorcerer's art and the power it promises, though your studies may take you down strange and dangerous paths.



## Panjo - Savage Protector

When Yig-worshipping serpent people attacked your rainforest home, you ran. Haunted by the bitter memory, you are now determined to prove that the heart of a true warrior beats in your chest.

Name: ZOLTAR
Title: Banisher of Darkness
Ancestry: Human

# ELEMENTAL

## AGILITY  1

| | |
|---|---|
| Sworn Enemy (demons/devils) | 1 |
| Weapon Mastery (scimitar) | 1 |

**Move**: 10

## TOUGHNESS  1

| | |
|---|---|
| Mighty Blow | 1 |

**Health**: 10

## AWARENESS  2

| | |
|---|---|
| Arcane Lore | 1 |
| Witch Glow (0) | 1 |
| Fire of Vengeance (1) | 1 |
| Hand of Healing (1) | 1 |
| Flash (2) | 1 |
| Bazrak's Bark (2) | 1 |
| Dispelling (3) | 1 |

**Initiative**: 12

## WILL  2

| | |
|---|---|
| Oratory | 1 |

**Spirit**: 12

## EXPERIENCE POINTS

| Spent | Reserve | Sacrificed |
|---|---|---|
| 19 | 1 | |

## CHARACTER DESCRIPTION



## EQUIPMENT AND POSSESSIONS

| | Lbs. |
|---|---|
| Scimitar (TOU-1) | 3 |
| Dagger (TOU-1) | 1 |
| Holy symbol (sun disk amulet) | 1 |
| Prayer book and ritual components | 5 |
| Vestments (dark purple and gold) | 4 |
| Belt pouch with gold: 15 | - |
| Backpack | 2 |
| Blanket | 4 |
| Waterskin | 5 |
| Ration days: 2 | 4 |
| Mule | - |
| Total | 29 |

## DESCRIPTION OF SKILLS, FLAWS AND POWERS

SWORN ENEMY (DEMONS AND DEVILS) (pg. 35)
+Skill to attack and damage rolls when fighting extraplanar demons or devils.
WEAPON MASTERY (SCIMITAR) (pg. 36)
+Skill to attack rolls, damage rolls OR defense rolls.
MIGHTY BLOW (pg. 31)
Apply +3 to a TOU-based damage roll up to Skill times per combat encounter. To do so, you must sacrifice one point of Health before making the attack roll.
ARCANE LORE (pg. 27)
+Skill to identify, recognize or understand occult items or other manifestations of the supernatural. Allows you to learn spells up to DIF 3 at Level 1, DIF 6 at Level 2 and DIF 9 at Level 3.
WITCH GLOW (pg. 94/85) DIF: 0, Casting Time: 1 round, Range: Touch, Duration: WIL hours.
You cause one item, which can be no larger than a 3x3x3 yard cube, to give off light in a 10-yard radius. The light can be any color you choose. The spell ends after WIL hours or if you cancel it as an action. If you target an object held or worn by a hostile creature, the creature can roll AGI+Sleight-of-Hand against the casting to avoid the effect. The spell can be cancelled by someone casting Dispelling or Witch Gloom with a higher casting roll.
FIRE OF VENGEANCE (pg. 69/60) DIF: 1, Casting Time: 1 round, Range: WILx10 yards, Duration: Instant.
On any round after you take damage from a creature, you may point an accusatory finger at it and cast this spell. The creature must roll AGI+Athletics vs. the casting or be enveloped in hellish flames. If this happens, make a damage roll using your WIL.
HAND OF HEALING (pg. 73/64) DIF: 1, Casting Time: 1 round, Range: Touch, Duration: Instant.
The creature touched as you cast Hand of Healing recovers WIL points of lost Health.
FLASH (pg. 70/61) DIF: 2, Casting Time: 1 round, Range: WILx10 yards, Duration: See below.
A blinding light flashes in front of a creature's eyes, causing it to become Impaired (Move 50%, -2 to rolls) unless it rolls TOU +Resistance (spells/powers) against the casting. The spell lasts up to WIL rounds. During this time, the target can attempt to shake off the effect as an action, with a 2d Health check.
BAZRAK'S BARK (pg. 61/52) DIF: 2, Casting Time: 1 round, Range: WILx10 yards, Duration: See below.
You give a clear one-word command. The spell's target(s) will immediately follow the order to the best of their ability. The order must be within the target's power, so "die" would not work, while "sleep" might simply cause them to lie down. Targets must roll WIL+Focus against the casting to resist the effect. Upon casting the spell, you may decide whether to affect one target for WIL rounds or up to WIL targets (within range) for one round.
DISPELLING (pg. 66/57) DIF: 3, Casting Time: 1 round, Range: WILx10 yards, Duration: See below.
You attempt to cancel a spell that is cast on a creature, place or item within range. In order to succeed, the casting roll must overcome the targeted effect's casting roll. If Dispelling is attempted on a permanent spell like Magic Item Enchantment or Raise Golem, it only suppresses the effect of the targeted spell for WIL rounds.
ORATORY (pg. 32)
You make a speech before combat and roll WIL+Oratory* against the highest opponent attribute. On a success, you and allies get either Inspiration (+Skill to derived stats), Courage (+Skill to resist fear) or Frenzy (+1 to TOU damage rolls).

## OTHER CHARACTERS


Greymourn
Oath-Bound Conqueror


Quinn - Fearless Explorer


Kildane - Plunderer of Ruins


Xenobia - Eldritch Power-Seeker


Panjo - Savage Protector

## BACKGROUND AND NOTES

Abandoned in the woods at birth, you were found by a traveling monk and put in the care of priests at the Temple of Shamash, in Kelmno. There you were raised, ignorant of your kin but devoted to the worship of Shamash, divine judge of the gods. So now you roam the land an orphan, dispensing justice in the world as Shamash does in the heavens. You are a divine savior to some, an avenging angel to others, striking down evil and sending blasphemous things howling from this plane. Wrongs unavenged are intolerable to you, though your sense of justice may not always discern shades of grey.

Name: GREYMOURN
Title: Oath-Bound Conqueror
Ancestry: Human

# ELEMENTAL

## AGILITY  2

| | |
|---|---|
| Riding | 1 |
| Weapon Mastery (longsword) | 1 |

**Move**: 12

## TOUGHNESS  2

| | |
|---|---|
| Armored Combat | 3 |
| Charge | 1 |

**Health**: 12

## AWARENESS  1

**Initiative**: 10

## WILL  2

| | |
|---|---|
| Reputation (knight) | 1 |
| Code of Honor (flaw) (fealty to the emperor) | 1 |

**Spirit**: 12

## EXPERIENCE POINTS

| Spent | Reserve | Sacrificed |
|---|---|---|
| 19 | 1 | |

## CHARACTER DESCRIPTION



## EQUIPMENT AND POSSESSIONS

| | Lbs. |
|---|---|
| Full plate armor (ARM 3) | 60 |
| Shield (+1 defense) | 10 |
| Longsword (TOU) | 5 |
| Dagger (TOU-1) | 1 |
| Set of fine clothes | 4 |
| Signet ring | - |
| Purse with gold: 25 | - |
| Backpack | 2 |
| Bedroll | 6 |
| Mess kit | 1 |
| Tinderbox | - |
| Torches (10 yds for 1 hr): 10 | 10 |
| Grappling hook and 20 yards of rope | 13 |
| Waterskin | 5 |
| Ration days: 10 | 20 |
| Warhorse (Move 24) | - |
| Total | 137 |

## DESCRIPTION OF SKILLS, FLAWS AND POWERS

RIDING (p. 34)
+Skill to rolls for attempting difficult maneuvers, avoiding dangerous terrain or attacks. Note: such rolls normally use the mount's AGI (not the rider's).

WEAPON MASTERY (LONGSWORD) (p. 36)
+Skill to attack rolls, damage rolls OR defense rolls.

ARMORED COMBAT (pg. 27)
Level 3: Can fight in armor weighing up to 60 lbs., use a shield if you have a free hand.

CHARGE (p. 28)
When you move into melee combat from a distance, whether on foot or on a mount, your first attack delivers +Skill to damage (if it hits). Furthermore, the opponent must roll TOU against the damage roll or be knocked prone (Impaired) until they use their turn to get up.

REPUTATION (pg. 33)
Your personal reputation, title or affiliation precedes you. You tend to impress others as a result and may enjoy privileges in some circles. If your reputation might be a factor, +Skill to WIL rolls made to elicit positive reactions from others.

CODE OF HONOR (FEALTY TO THE EMPEROR) (FLAW) (p. 37)
You have a set of principles that restrict your ability to act freely in all situations. If you ever violate your principles, you become Slightly Impaired (-1 to rolls) until you can atone for your actions.

## OTHER CHARACTERS

 Zoltar - Banisher of Darkness

 Quinn - Fearless Explorer

 Kildane - Plunderer of Ruins

 Xenobia - Eldritch Power-Seeker

 Panjo - Savage Protector

## BACKGROUND AND NOTES

A knight from a bygone age, your cousin had you poisoned so he could lay claim to your lands. For twenty generations, you laid in a sorcerous slumber beneath your ancestral home. Now, you've awakened in a world where everyone you knew is dead, and the Empire lies in tatters. You've sworn fealty to the Emperor but consider the current occupier of the throne to be a decadent weakling, a pale imitation of the great emperors of old. Everywhere you go, you see the crumbling ruins of a better age, given over to brigands and barbarians who squabble over them like starving jackals. Longing for the past, you strive to reclaim the Empire's rightful lands and won't rest until a worthy leader sits on the throne. Maybe you?

**Name:** QUINN
**Title:** Fearless Explorer
**Ancestry:** Human

ELEMENTAL

## AGILITY 2

| | |
|---|---|
| Athletics | 1 |
| Sailing | 1 |
| Unarmed Strike | 1 |
| Weapon Mastery (shortsword) | 2 |

**Move**: 12

## TOUGHNESS 1

| | |
|---|---|
| Aquatic | 1 |

**Health**: 10

## AWARENESS 1

| | |
|---|---|
| Appraisal | 1 |
| Survival (waterborne) | 1 |

**Initiative**: 10

## WILL 2

| | |
|---|---|
| Street Smarts | 1 |
| Trickery | 1 |

**Spirit**: 12

## EXPERIENCE POINTS

| Spent | Reserve | Sacrificed |
|---|---|---|
| 19 | 1 | |

## CHARACTER DESCRIPTION



## EQUIPMENT AND POSSESSIONS

| | Lbs. |
|---|---|
| 2 short swords (TOU-1) | 6 |
| 4 throwing knives (Range 8, TOU-1) | 4 |
| Sailor's clothes and hat | 4 |
| Belt pouch with gold: 20 | - |
| Backpack | 2 |
| Bedroll | 6 |
| Mess kit | 1 |
| Tinderbox | - |
| Torches (10 yds for 1 hr): 10 | 10 |
| Grappling hook and 20 yards of rope | 13 |
| Waterskin | 5 |
| Ration days: 10 | 20 |
| Total | 71 |

## DESCRIPTION OF SKILLS, FLAWS AND POWERS

ATHLETICS (pg. 28)
+Skill to rolls for jumping, climbing, physical stunts, moving out of harm's way, etc.
In combat, you can +Skill to defense rolls against physical attacks, however you must forfeit your own attacks in doing so.
SAILING (pg. 34)
+Skill to rolls for attempting difficult maneuvers, avoiding collisions or attacks.
Note: such rolls normally use the ship or boat's AGI (not the sailor's).
UNARMED STRIKE (pg. 36)
When fighting without a weapon, +Skill to your attack rolls, and the -3 damage penalty for unarmed attacks is reduced by the same amount.
WEAPON MASTERY (SHORT SWORDS) (pg. 36)
+Skill to attack rolls, damage rolls or defense rolls. You can wield a sword in each hand, which allows you to split your skill level between attack/defense/damage.
AQUATIC (pg. 27)
Level 1: You are only Slightly Impaired (instead of Impaired) in water.
APPRAISAL (pg. 27)
+Skill to determine the approximate value of items including jewelry, works of art and other rare or exotic items.
+Skill to find items of value in cluttered, ruined or abandoned environments.
SURVIVAL (pg. 35)
You are familiar with one type of environment. +Skill to survival rolls e.g., know landmarks, hunt for food, build a shelter, keep warm (or cool), avoid dangers, know the inhabitants, predict the weather, find your way using maps and navigational equipment, etc.
STREET SMARTS (pg. 34)
+Skill to locate and talk to people in urban areas, and gather information from them.
TRICKERY (pg. 35)
You can use your turn to try the following with a WIL+Trickery roll:
Taunt: Opposed by WIL+Focus; NPC directs their next attack against you.
Distraction: Opposed by AWA+ Observation; foe suffers -3 on their next defense roll.

## OTHER CHARACTERS


Zoltar - Banisher of Darkness


Greymourn
Oath-Bound Conqueror


Kildane - Plunderer of Ruins


Xenobia - Eldritch Power-Seeker


Panjo - Savage Protector

## BACKGROUND AND NOTES

In the seedy taverns of Daggerport they call you a pirate, but it wasn't always so. You grew up in the courtly palaces of Mataryn, the daughter of a petty baron. But palace life was stifling, and you spent many hours looking at maps, imagining faraway places and thrilling adventures. On your seventeenth birthday you fled the palace, traveled south to the Sabre Lord coast and joined the crew of a pirate ship. You've had some adventures, but still you yearn to travel farther and discover the mysterious lands beyond the borders of civilization. May your wits and a ready blade provide you with the excitement your birthright could not.

Name: KILDANE
Title: Plunderer of Ruins
Ancestry: Human

# ELEMENTAL

## AGILITY  2

| | |
|---|---|
| Athletics | 1 |
| Stealth | 1 |

**Move**: 12

## TOUGHNESS  2

| | |
|---|---|
| Armored Combat | 1 |

**Health**: 12

## AWARENESS  2

| | |
|---|---|
| Appraisal | 1 |
| Background (history) | 1 |
| Survival (underground) | 1 |
| Languages | 1 |
| Locks & Traps | 1 |
| Observation | 1 |

**Initiative**: 12

## WILL  1

**Spirit**: 10

## EXPERIENCE POINTS

| Spent | Reserve | Sacrificed |
|---|---|---|
| 19 | 1 | |

## CHARACTER DESCRIPTION



## EQUIPMENT AND POSSESSIONS

| | Lbs. |
|---|---|
| Leather armor (ARM 1) | 20 |
| Short sword (TOU-1) | 3 |
| Dagger (TOU-1) | 1 |
| Light crossbow (Rel 1, Range 45, DAM 2) | 5 |
| Crossbow bolts: 20 | 2 |
| Traveler's clothes | 4 |
| Belt pouch with gold: 15 | - |
| Backpack | 2 |
| Crowbar | 3 |
| Climber's kit (hammer, pitons...) | 12 |
| Torches (10 yds for 1 hr): 10 | 10 |
| Tinderbox | - |
| Thieves' tools | 1 |
| Grappling hook and 20 yards of rope | 13 |
| Waterskin | 5 |
| Ration days: 10 | 20 |
| Total | 101 |

## DESCRIPTION OF SKILLS, FLAWS AND POWERS

ATHLETICS (pg. 28)
+Skill to rolls for jumping, climbing, physical stunts, moving out of harm's way, etc.
In combat, you can +Skill to defense rolls against physical attacks, however you must forfeit your own attacks in doing so.

STEALTH (pg. 34)
+Skill to move silently, hide successfully or follow someone without being seen. If you initiate combat while undetected, your first attack is resolved before your foes can react.

ARMORED COMBAT (pg. 27)
Level 1: Can fight in armor weighing up to 20 lbs., use a shield if you have a free hand.

APPRAISAL (pg. 27)
+Skill to determine the approximate value of items including jewelry, works of art and other rare or exotic items.
+Skill to find items of value in cluttered, ruined or abandoned environments.

BACKGROUND (HISTORY) (pg. 28)
Your background, profession, training, provenance or education gives you very specialized knowledge in an area not covered by other skills. You automatically know most things related to your background. For more difficult tasks requiring a roll: +Skill.

SURVIVAL (UNDERGROUND) (pg. 35)
You are familiar with one type of environment. +Skill to survival rolls e.g., know landmarks, hunt for food, build a shelter, keep warm (or cool), avoid dangers, know the inhabitants, predict the weather, find your way using maps and navigational equipment, etc.

LANGUAGES (pg. 31)
You know an additional number of languages equal to the skill level. You may be able to decipher ancient or obscure languages with a successful AWA+Languages* roll.

LOCKS & TRAPS (pg. 31)
+Skill to pick keyed locks and crack combination locks with proper tools.
You know how to set, detect and disable traps. Examples:
Detect: AWA+Observation vs. AWA+ Locks & Traps (L&T)
Disable: AWA+L&T* vs. AWA+L&T*

OBSERVATION (pg. 32)
+Skill to notice significant little clues, based on your mental acuity (not due to sharp senses).
Covers, for example: identifying signs of passing creatures (tracking), detecting traps, finding secret doors.

## OTHER CHARACTERS


Zoltar - Banisher of Darkness


Greymourn
Oath-Bound Conqueror


Quinn - Fearless Explorer


Xenobia - Eldritch Power-Seeker


Panjo - Savage Protector

## BACKGROUND AND NOTES

There is a world beneath the world, and it beckons you. Countless treasures lie buried underground, lost or forgotten things bearing witness to legends past. You've learned many of these legends, but the quiet life of a bookish historian is not for you.
You dream of plumbing the depth of lightless places and unearthing the ancient relics.
To your study of myth, you've added the skills of the delver and thief, for you know that the most prized of these relics won't be easy to find or steal from their tombs.

Name: XENOBIA
Title: Eldritch Power Seeker
Ancestry: Human

# ELEMENTAL

## AGILITY  1

| | |
|---|---|
| Weapon Mastery (staff) | 1 |

**Move:** 10

## TOUGHNESS  1

**Health:** 10

## AWARENESS  2

| | |
|---|---|
| Research | 1 |
| Arcane Lore | 1 |
| Minor Sorcery (0) | 1 |
| Witch Bolt (1) | 1 |
| Dancing Flames (2) | 1 |
| Giant Strength/Weakness (2) | 1 |
| Speak with the Dead (3) | 1 |

**Initiative:** 12

## WILL  2

| | |
|---|---|
| Art (dancing) | 1 |
| Persuasion | 1 |
| Politics | 1 |

**Spirit:** 12

## EXPERIENCE POINTS

| Spent | Reserve | Sacrificed |
|---|---|---|
| 19 | 1 | |

## CHARACTER DESCRIPTION



## EQUIPMENT AND POSSESSIONS

| | Lbs. |
|---|---|
| Staff (TOU-1) | 6 |
| Dagger (TOU-1) | 1 |
| Quill and ink | - |
| Hooded cloak over dancing clothes | 4 |
| Belt pouch with gold: 10 | - |
| Book of spells | 4 |
| Pouch with spell components | 2 |
| Backpack | 2 |
| Blanket | 4 |
| Lute | 2 |
| Tinderbox | - |
| Lantern (12-yard illumination) | 2 |
| Pint flasks of oil: 2 | 2 |
| Waterskin | 5 |
| Ration days: 2 | 4 |
| Total | 38 |

## DESCRIPTION OF SKILLS, FLAWS AND POWERS

WEAPON MASTERY (STAFF) (pg. 36)
+Skill to attack rolls, damage rolls OR defense rolls.
RESEARCH
+Skill to gain valuable information from written sources.
ARCANE LORE (pg. 27)
+Skill to identify, recognize or understand occult items or other manifestations of the supernatural. Allows you to learn spells up to DIF 3 at Level 1, DIF 6 at Level 2 and DIF 9 at Level 3.
MINOR SORCERY (pg. 79/70) DIF: 0, Casting Time: 1 round, Range: WILx10 yds, Duration: See below
Choose one of the following effects: Your voice booms for WIL rounds. Flames flicker, brighten, dim or change color for WIL rounds. Harmless tremors for WIL rounds. A sound you choose is heard briefly from somewhere in range. An unlocked door or window flies open or slams shut. Alter the appearance of your eyes for WIL rounds.
WITCH BOLT (pg. 94/85) DIF: 1, Casting Time: 1 round, Range: WILx3 yds, Duration: See below
Crackling electricity bolts from your fingers towards one creature within range. The target must roll AGI+ Athletics vs. the casting or suffer a DAM 0 roll from electrical damage. Each round thereafter, you can use your action to automatically deliver another DAM 0 roll to the target, by maintaining concentration on the bolt. Spell ends if the target moves out of range or finds cover, if you lose concentration or choose to do something else, or after WIL rounds.
DANCING FLAMES (pg. 65/56) DIF: 2, Casting Time: 1 round, Range: WILx10 yds, Duration: Concentration
You weave hypnotic fire patterns in the air. All seeing creatures including allies, roll WI+Focus vs. the casting or are entranced. They will stop and stare, unaware of what is going on around them. If a dazed creature is attacked, it defends at -3 but is shaken out of its trance if it takes damage. An unaffected creature can try to shake a dazed creature from its trance, requiring a successful WIL vs. WIL roll (one attempt can be made each round).
GIANT STRENGTH/WEAKNESS (pg. 71/62) DIF: 2, Casting Time: 1 round, Range: WILx10 yds, Duration: WIL minutes
Giant Strength grants a targeted creature the Strength skill at level 3 for the duration. Weakness gives the Weakness flaw at level 3 for the duration. Unwilling targets can roll TOU+Resistance (spells/powers) against the casting to avoid the effect. If the target already has the skill or flaw, it is replaced by the spell effect (i.e. they are not cumulative).
SPEAK WITH THE DEAD (pg. 88/79) DIF: 3, Casting Time: 1 round, Range: Touch, Duration: 10 minutes
The corpse must have a mouth, cannot be an undead creature and cannot have been the recipient of this spell within the last 10 days. You can ask the corpse up to WIL questions until the spell ends. The corpse knows only what it knew in life and is unable to comprehend new information or events that happened after it died. Answers are generally brief, cryptic or repetitive, and can be misleading if you are hostile or recognized as an enemy.
ART (DANCING) (pg. 27)
You are proficient in one art form. Once per session, you can put on a truly inspiring performance lasting at least a few minutes. All who witness it, including the performer, recover a number of Spirit points equal to a WIL+Art* roll.
PERSUASION (pg. 32)
+Skill to WIL rolls you make to influence, convince, seduce, bluff, fast-talk or otherwise get agreement from someone. Opposed by the target's WIL+Focus roll, possibly modified by the target's disposition and the nature of the request.
POLITICS (pg. 32)
After spending a bit of time in a society, you become very connected. When you need a favor, you can attempt a WIL+Politics roll to get it. The GM should set the difficulty based on the nature of the request, your familiarity with the area, reputation with the locals, etc.

## OTHER CHARACTERS


Zoltar - Banisher of Darkness


Greymourn
Oath-Bound Conqueror


Quinn - Fearless Explorer


Kildane - Plunderer of Ruins


Panjo - Savage Protector

## BACKGROUND AND NOTES

Once a slave dancer to a wealthy merchant, your life changed forever when you found a book of forbidden knowledge in your master's affairs, and cracked it open. Unnaturally strengthened by a spell you learned from the book, you strangled your master with your chains, and cast them off for good. Years of captivity have left you hungry to reverse your fortunes. Since that fateful day, you've sought to learn more of the sorcerer's art and the power it promises, though your studies may take you down strange and dangerous paths.

Name: PANJO
Title: Savage Protector
Ancestry: Human

# ELEMENTAL

## EXPERIENCE POINTS

| Spent | Reserve | Sacrificed |
| --- | --- | --- |
| 19 | 1 | |

## AGILITY 2

| | |
| --- | --- |
| Assassination | 1 |
| Athletics | 1 |
| Cover | 1 |
| Stealth | 1 |
| Weapon Mastery (spear) | 1 |

**Move**: 12

## TOUGHNESS 2

| | |
| --- | --- |
| Second Wind | 1 |

**Health**: 12

## AWARENESS 1

| | |
| --- | --- |
| Medicine | 1 |
| Survival (wilderness) | 1 |
| Senses | 1 |
| Arcane Lore | 1 |
| Animal Sense Projection (3) | 1 |

**Initiative**: 10

## WILL 1

**Spirit**: 10

## CHARACTER DESCRIPTION



## EQUIPMENT AND POSSESSIONS

| | Lbs. |
| --- | --- |
| 1 spear (Range 5, TOU) | 4 |
| 4 javelins (Range 10, TOU-1) | 8 |
| 2 handaxes (Range 8, TOU-1) | 4 |
| Native snake leather clothes | 2 |
| Body paint | 1 |
| Traveler's clothes | 4 |
| Belt pouch with gold: 10 | - |
| Backpack | 2 |
| Medicine pouch | 2 |
| Piece of flint | 1 |
| Torches (10 yds for 1 hr): 10 | 10 |
| Grappling hook and 20 yards of rope | 13 |
| Waterskin | 5 |
| Ration days: 10 | 20 |
| Total | 76 |

## DESCRIPTION OF SKILLS, FLAWS AND POWERS

ASSASSINATION (pg. 27)
+Skill to the first attack and damage rolls when attacking an opponent by surprise. Includes opponents who are surprised on the first round of combat, and opponents who are successfully attacked using the Stealth skill.
ATHLETICS (pg. 28)
+Skill to rolls for jumping, climbing, physical stunts, moving out of harm's way, etc.
In combat, you can +Skill to defense rolls against physical attacks, however you must forfeit your own attacks in doing so.
COVER (pg. 29)
You may +Skill to an ally's defense rolls. You can grant cover to the ally from a distance if you have a ranged weapon, otherwise you must be next to the ally. You cannot attack or take other actions except defend while granting Cover.
STEALTH (pg. 34)
+Skill to move silently, hide successfully or follow someone without being seen. If you initiate combat while undetected, your first attack is resolved before your foes can react.
WEAPON MASTERY (SPEAR) (p. 36)
+Skill to attack rolls, damage rolls OR defense rolls.
SECOND WIND (p. 34)
As a one-round action, you can recover a number of Health points equal to a TOU roll. You can do this up to Skill times per game session, even if you are at negative Health.
MEDICINE (pg. 31)
You have medical knowledge and know how to treat injured, poisoned or diseased creatures if you have medical supplies on hand (otherwise, roll at -2). Consult skill description for specific applications.
SURVIVAL (WILDERNESS) (pg. 35)
You are familiar with one type of environment. +Skill to survival rolls e.g., know landmarks, hunt for food, build a shelter, keep warm (or cool), avoid dangers, know the inhabitants, predict the weather, find your way using maps and navigational equipment, etc.
SENSES (pg. 34)
+Skill on seeing, hearing, smelling and tasting rolls.
ARCANE LORE (pg. 27)
+Skill to identify, recognize or understand occult items or other manifestations of the supernatural. Allows you to learn spells up to DIF 3 at Level 1, DIF 6 at Level 2 and DIF 9 at Level 3.
ANIMAL SENSE PROJECTION (pg. 60/51) DIF: 3, Casting Time: 1 minute, Range: WILx10 miles, Duration: WIL minutes
You project your senses to a place no further than WILx10 miles away. You may then "see" through the eyes of any natural animal located in the area. You will sense everything the animal senses, including smells, sights and sounds. If there are several animals in the area, you can switch your senses from one to the other at will, for the duration of the spell. You may not influence the animal's actions in any way.

## OTHER CHARACTERS


Zoltar - Banisher of Darkness


Greymourn
Oath-Bound Conqueror


Quinn - Fearless Explorer


Kildane - Plunderer of Ruins


Xenobia - Eldritch Power-Seeker

## BACKGROUND AND NOTES

You are a savage warrior, driven out of your rainforest home by Yig-worshipping serpent people. Before they came slithering from the darkest depths of the Great Western Jungle, you thought yourself a fearless warrior. Alas, the events of that day would prove otherwise: You ran away.
Haunted by the bitter memory, you are determined to never again let oppressors have their way, always defend those who need your help, and prove to yourself and the world that the heart of a true warrior beats in your chest.